

WHAT IS CLAIMED IS:

1. A method for managing state data, comprising:
identifying state data from a response structured using an Internet communications protocol to be delivered to a uniquely identifiable client enabled to communicate using the Internet communications protocol;
associating the state data with the client;
storing the state data in a data storage area remote from the client; and
delivering the response to the client.
2. The method of claim 1, further comprising:
receiving a request structured using the Internet communications protocol from the client;
identifying a client ID of the client;
modifying the request by adding the state data from the data storage area to the request; and sending the modified request to a web server.
3. The method of claim 2, further comprising:
determining whether the client ID is recognized; and
modifying the request by adding the state data from the data storage area to the request if the client ID is recognized.
4. The method of claim 1, wherein the client is a wireless device.
5. The method of claim 4, wherein the client utilizes one of the protocols from the group consisting of a wireless application protocol and a HyperText Transfer protocol.
6. The method of claim 1, wherein the data storage area comprises a database.
7. The method of claim 1, further comprising associating the state data with the client using a database.
8. A system for managing state data within a message structured using an Internet communications protocol, comprising:

a server coupled to a uniquely identifiable client enabled to communicate using the Internet communications protocol;

a data storage area operatively associated with the server and remote from the client;

5 an application resident on the server and operable to
identify state data from a response structured using the Internet communications protocol to be delivered to the client;
cause the state data to be associated with the client;
cause the state data to be stored in the data storage area; and
10 cause the response to be delivered to the client.

9. The system of claim 8, wherein the application is further operable to:
receive a request structured using the Internet communications protocol from the client;

15 identify a client ID of the client;
modify the request by adding the state data from the data storage area to the request; and cause the modified request to be sent to a web server coupled to the server.

10. The system of claim 9, wherein the application is further operable to determine whether the client ID is recognized; and
20 modify the request by adding the state data from the data storage area to the request if the client ID is recognized.

11. The system of claim 8, wherein the data storage area comprises a database.

12. The system of claim 8, wherein the application comprises one of a plurality of receivers in the server, the receivers each operable to receive and transfer
25 messages using a unique protocol.

13. The system of claim 8, wherein the application comprises at least one class implemented in the JAVA language.

14. The system of claim 8, wherein the client is a wireless device.

15. The system of claim 14, wherein the client utilizes one of the protocols from the group consisting of a wireless application protocol and a HyperText Transfer protocol.

16. An application for managing state data within a message structured using an Internet communications protocol, comprising:

a computer-readable medium;

application software associatively operable with the computer-readable medium and operable to

identify state data from a response structured using the Internet communications protocol to be delivered to a uniquely identifiable client enabled to communicate using the Internet communications protocol;

cause the state data to be associated with the client;

cause the state data to be stored in a data storage area remote from the client; and

cause the response to be delivered to the client.

17. The application of claim 16, wherein the client is a wireless device.

18. The application of claim 17, wherein the client utilizes one of the protocols from the group consisting of a wireless application protocol and a HyperText Transfer protocol.

19. The application of claim 16, wherein the application software is further operable to

receive a request structured using the Internet communications protocol from the client;

identify a client ID of the client;

modify the request by adding the state data from the data storage area to the request; and cause the modified request to be sent to a web server coupled to the server.

20. The application of claim 19, wherein the application software is further operable to

determine whether the client ID is recognized; and
modify the request by adding the state data from the data storage area
to the request if the client ID is recognized.

21. The application of claim 16, wherein the application software is further
operable to associate the state data with the client using a database.

22. The application of claim 16, wherein the data storage area comprises a
database.

23. The application of claim 16, wherein the application software
comprises one of a plurality of receivers in the server, the receivers each operable to
receive and transfer messages using a unique protocol.